

INSTRUCTION BOOKLET

F1 POLE POSITION 64

FIA
FORMULA 1
WORLD
CHAMPIONSHIP

KIDS TO ADULTS



NINTENDO 64



DEVELOPED BY

Ubi Soft

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Welcome to

F1 POLE 64 POSITION



CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press start while holding the L and R Buttons.

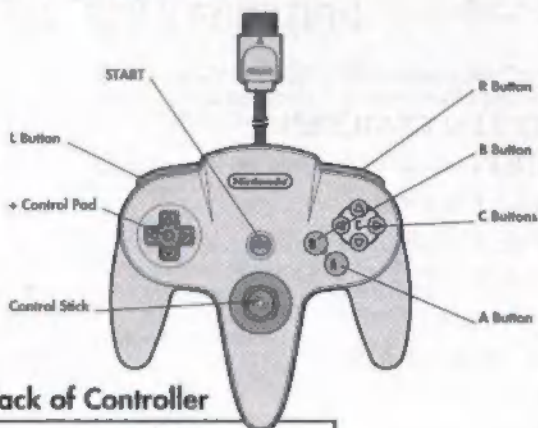
The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

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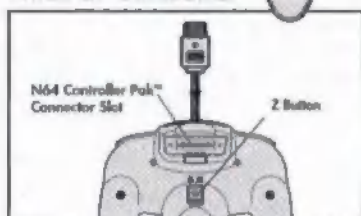
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N64 Controller™



Back of Controller



Holding the Controller

For the *F1 Pole Position 64*, the controller can be held in the following ways:



Standard Position

Basic operation for most driving games



Left Position

The left position allows for precise control of acceleration



Right Position

Perfect position for precision steering control when turning the steering wheel

*The holding method can be modified using the RACE HANDLE machine setting.

OPERATION

Advance Screen Operations

Control pad, Control stick = item selection

A button = confirm item

B button = cancel item or return to previous screen

(you cannot return to some screens)

Start button = skips the cursor

Operation During Race

Standard Position



Left Position



Right Position



Control stick	disabled	accelerator/brake	steering wheel
Control pad	steering wheel	steering wheel	disabled
A button	accelerator	disabled	accelerator
B button	brake	disabled	brake
L button	downshift	downshift	disabled
R button	upshift	disabled	upshift
Z button	disabled	upshift	downshift
C top button	change panel	change panel	change panel
C right button	change view	change view	change view
C button unit (bottom)	rear view camera	rear view camera	rear view camera
Start button	pause	pause	pause

*Upshifting and downshifting are disabled on automatic gear setting.

*Accelerated turn = pushing the control pad and braking while pumping the accelerator when the machine is stopped allows for accelerated turns. (not possible in left position)

*Retire = you can end the race by pressing the pause button and selecting RETIRE.

CONTROLLER PAK

With the F1 Pole Position 64, game data and edited data can be saved to the controller pak, and stored data can be called up.

Conditions for F1 Pole Position 64 controller pak

Required pages	70
Connected controller	one only

(Precautions)

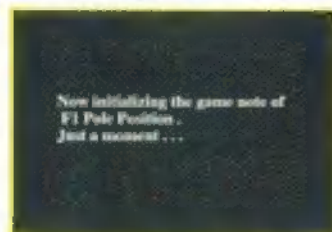
- Controller pak's are sold separately.
- Data cannot be saved to the controller pak without a controller pak. Refer to box for specific examples of data that cannot be saved.
- 70 pages are used even when game data is not saved.
- Always shut the power off before inserting or removing the controller pak.
If the controller pak is inserted with the power on, the unit will not recognize the installation.
- Do not switch controller pak's during operation.

Without a controller pak ...

You cannot save World Grand Prix data to the controller pak.
You cannot save contract data to the controller pak.
You cannot save rename data to the controller pak.
You cannot save records to the controller pak.
You cannot save machine settings to the controller pak.
You cannot save modified environment settings to the controller pak.

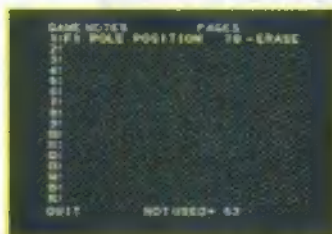
STARTING PLAY WITH A NEW CONTROLLER PAK

When the power is turned on with a new controller pak inserted, (or without F1 Pole Position 64 game notes) the screen shown at right is displayed and F1 Pole Position 64 game notes are created automatically. Game notes are like notes for recording F1 Pole Position 64 data. Games cannot be saved without game notes, even with a controller pak.



About the controller pak menu

When a controller pak is connected to the controller, turning on the power or pressing the reset button while depressing the start button displays the controller pak memory screen.



This screen lets you check the contents of the controller pak. You can delete recorded data from this screen as well. Select data for deletion moving the Control pad up and down, and press the A button. The choices "Do you really want to delete?" and "Cancel" are displayed. If you select "Do you really want to delete?" and press the A button, the data display disappears, and the remaining page count display is increased by the number of pages corresponding to the deleted data.

STARTING THE GAME

When you turn on the power, the opening demo appears. At the conclusion of the demo, the title screen appears. Press the START button and select the desired play mode to start play.

WORLD GRAND PRIX MODE

In this mode, you can challenge 16 Grand Prix courses to become the world champion.



MODE SELECT SCREEN

To start a new game, select NEW GAME.
To continue playing a stored game, select FILE LOAD.

ENTER NAME

Select letters to be entered using the Control pad or Control stick, and confirm with the A button or cancel using the B button.

Pressing the start button allows you to skip to END.



DRIVER SELECT

Use the Control pad or Control stick to select a driver from among the entered drivers and confirm with the A button.



RACE MODE SELECT

Select from the Race mode menu and confirm. Selections discussed on the following page.



RACE RESULT

The race result screen displays at the end of the race. You can view all results by navigating through the result screen by moving the Control pad up and down. Pressing the A button takes you to the driver's point and team point screen.



SETTING

Allows you to make machine settings. You can change settings as many times as you want prior to selecting a race.



FREE RUN

A trial run to let you get used to the course. You can do 10 laps, or press START and select RETIRE to return to the mode select screen.

QUALIFY

Lets you do a qualifying round. After 10 laps, the starting grid is set up in order, starting from the car with the fastest lap.

F1 Meister Tip!

Safety First!

This game does not allow you to recover from a crash. It's easy to bump into other cars when attempting to pass. Do not try to pass other cars as soon as you can; you must follow the other car until you get to a spot where you can safely and surely pass, such as the home straight or back straight. Then pour on the speed and pass him!

F1 Meister Tip!

Watch Out for Spins!

An alarm indicating that tire grip limits have been reached will always sound just before a spin. You can avoid a spinout by letting up on the steering wheel or releasing the accelerator. Spinout rates vary through a combination of chassis capabilities and driver capabilities, so do your homework!

RACE

Lets you start the decisive race. (You have one chance to make final settings before the race). If you go to the race without a qualifying round, your machine starts from the position on the grid. If you win, you get the following points.

1st place = 10 points

2nd place = 6 points

3rd place = 4 points

4th place = 3 points

5th place = 2 points

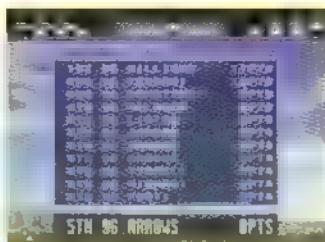
6th place = 1 point

F1 Meister Tip!

Remember in Formula One racing the fastest time may not win! This emphasizes the importance of getting ■ good qualifying time and having ■ superior placing on the starting grid!

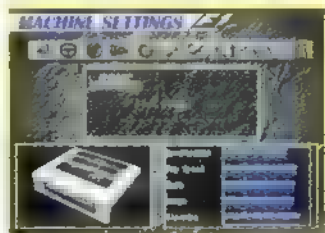
POINT

Displays up-to-date results (driver points, team points).



DATA SAVE

Saves game data. You can save data for up to 8 games.



F1 Meister Tip!

The Block Defense!

When ■ competitor's car approaches you from the rear, you should block him. Blocking prevents the other car from getting ahead of you and allows you to keep your position. Rear-end collisions don't result in damage, so you can block to your heart's content. Defense is as important as offense!

BATTLE MODE

In battle mode, you select the drivers and circuit you like and compete against the computer.

COURSE SELECT

WEATHER

Clear

Rain

Overcast

COURSE

You can select ■
course from
rounds 1 through 16

LAP

You can select any
number of laps for the
race, from 1 to 10 laps.

EXIT

Advances to the next screen.

DRIVER SELECT

Use the A button to confirm your driver from among the entered drivers.

RIVAL SELECT

Use the A button to confirm your rivals. Choosing *FULL ENTRY* allows you to select all drivers. *You can cancel a selected driver using the B button.

MACHINE SETTINGS

Make machine setting from the settings screen. See 'Setting' ■ pg.16 for how to make settings.

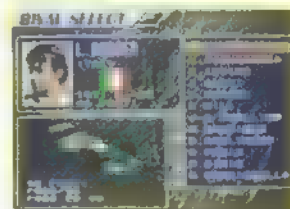
BATTLE RESULT

When the race is over, the **RESULT** screen is displayed. You can view results for all entered cars using the top and bottom C buttons. Pressing the A button displays the following message.

RETRY - Go from the settings screen to another race under the same conditions.

CHANGE COURSE - Return to the course select ■

EXIT - Return to the title screen



TIME ATTACK MODE

In time attack mode, a single machine competes against the course record.

COURSE SELECT

Choose the course and weather conditions. Other settings cannot be modified.

DRIVER SELECT

Use the A button to confirm your driver from among the entered drivers.

MACHINE SETTINGS

Make machine setting from the settings screen. See "Setting" on pg. 16 for how to make settings.



*Note: The time attack mode starts from the pit, and ends automatically when 10 laps have been completed.

TIME ATTACK RESULT

Upon completion of time attack, the total time for 10 laps and the best lap time are displayed.

Exiting using the A button displays the following message.

RETRY - Go from the settings screen to another race under the same conditions.

CHANGE COURSE - Return to the course select screen.

EXIT - Return to the title screen.

*Note: In time attack mode, the damage OFF setting cannot be modified. Tip: set gasoline to 10% and tires to D.

PIT OPERATION

Proceeding to the pit road to allows you to enter the pit. Entering the pit allows you to replace damaged tires and wings and to refuel.

MAKING A TIRE CHANGE

- 1) Use the A button to select TIRE.
- 2) Move the Control pad button (Control stick) up or down to select DRY or RAIN.
- 3) Move the Control pad button (Control stick) left or right to select tire pattern A, B, C, or D.



REFUELING PROCEDURE

- 1) Use the A button to select FUEL.
 - 2) Move the Control pad button (Control stick) left or right to choose the refueling level.
- You can set the refueling level in 1% increments using the L and R buttons.

STARTING OPERATIONS

- 1) Once pit operations have been selected, choose OK.
- 2) The pit operations confirmed with the A button begin.

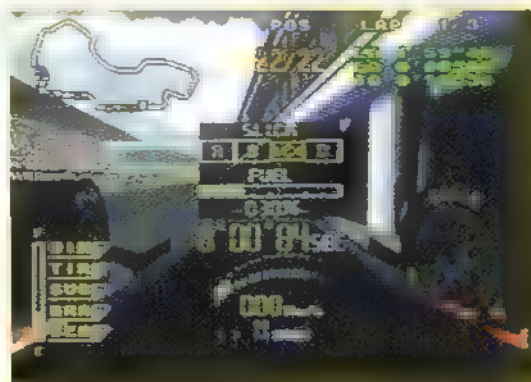
F1 Meister Tip!

Keep Track of Pit Time!

In the pit, a tire change averages ■ seconds and refueling to 100% takes an average of about 12 seconds. You can minimize time lost by completing refueling within the time it takes to change the tires. A wing change takes about 15 seconds, which after completing the tire change and 100% refueling is simply lost time. This is another good reason to avoid collisions.

****Pit Stop Precaution:***

You cannot repair or replace the engine, suspension, brakes, or gears during the race.



F1 Meister Tip!

Develop a Pit Stop Strategy!

Acceleration varies significantly between ■ 10% gasoline load and 100% load. Lap time is significantly affected by your choice of tire pattern A through D. Do you want to fly through the first half of the race? Or really pour on the speed in the second half? Taking into account your position on the qualifying grid and the characteristics of the circuit, you should select the optimum tire pattern and gasoline load. Also pay attention to accidents and weather changes, since these can upset your strategy. Sometimes it's necessary to keep track of changes in the weather!

SETTINGS

Machine settings are automatically set according to the course, but you can modify settings to suit your taste.

EXIT

Exit SETTING

Sets steering wheel resistance

*Cannot be modified in right position

Expert Steering wheel does not return when turned.

Difficult Steering wheel returns slightly when turned.

Standard Once steering wheel is turned, returns naturally to center when Control pad button released.

Hard Once steering wheel is turned, returns to center when Control pad button moved in opposite direction.

There are seven levels of steering wheel resistance

light heavy

TIRE

Both SLICK (for overcast weather) and (for rain) tires come in types A through D.

A (hard) (soft)

High durability Low durability

Weak grip Strong grip

TRANSMISSION

There are three types of transmission units

Automatic -Automatic transmission shift change

Semi-automatic-Automatic transmission, but allows for manual shift changes

Manual-Manual transmission. Requires making manual shift changes.

GEAR

Adjusts gear shift. (There are levels.)

LOW HIGH
For maximum acceleration For maximum speed

F1 Meister Tip!

Get a roaring start!

Selecting manual or semiautomatic lets you get a high speed start at the start signal. The trick is to time it so to hit the upshift button (R button or Z button) once you reach the red zone. Depending on the engine, the machine can have a wider or narrower clutch meet. (At the start signal, the five red lamps turn off.)

BRAKE

Adjusts brake settings (two types)

Auto brake (supports braking during deceleration)

Manual brake

RESPONSE

SOFT (Soft braking)

HARD (Hard braking)

SUSPENSION

Adjusts vehicle banking

SOFT

Hard to turn

Hard to spin

HARD

Easy to turn

Easy to spin

WING

Adjusts down force.

TOP SPEED

Hard to turn

Increases maximum

DOWN FORCE

Easy to turn

Lowest maximum speed

FUEL

Adjusts initial fuel load

Lighter vehicle

<

50%

>

Heavier vehicle

(Use the L and R buttons to make fine adjustments)

PIT WORK

Sets the type display when entering the pit

LIGHT WORK

Replace slightly damaged tires and wings.

NORMAL WORK

Replace red or yellow tires and wings.

HEAVY WORK

Replace red tires and wings.

RACE HANDLE

Sets the controller pad type.

STANDARD POSITION

Previous STANDARD controller position.

LEFT POSITION

Position enables analog control of accelerator and brakes.

RIGHT POSITION

Position enables analog control of steering wheel.

*See OPERATION page 6 for operation of features.

FILES

Saves and loads up to 16 items of setting data.

DATA LOAD Loads setting data

DATA SAVE Saves setting data.

F1 Meister Tip!

Avoid Engine Blowout!

Blowout can occur when excessive load is placed on the engine in the red zone. Reduce the load by raising the gear ratio by 1. You can avoid load by shifting up before you get into the red zone. Quick upshifting saves fuel too!

RACE SCENE

RANK BOARD

YOUR RANK

INFORMATION


Displays race conditions in real time during race.



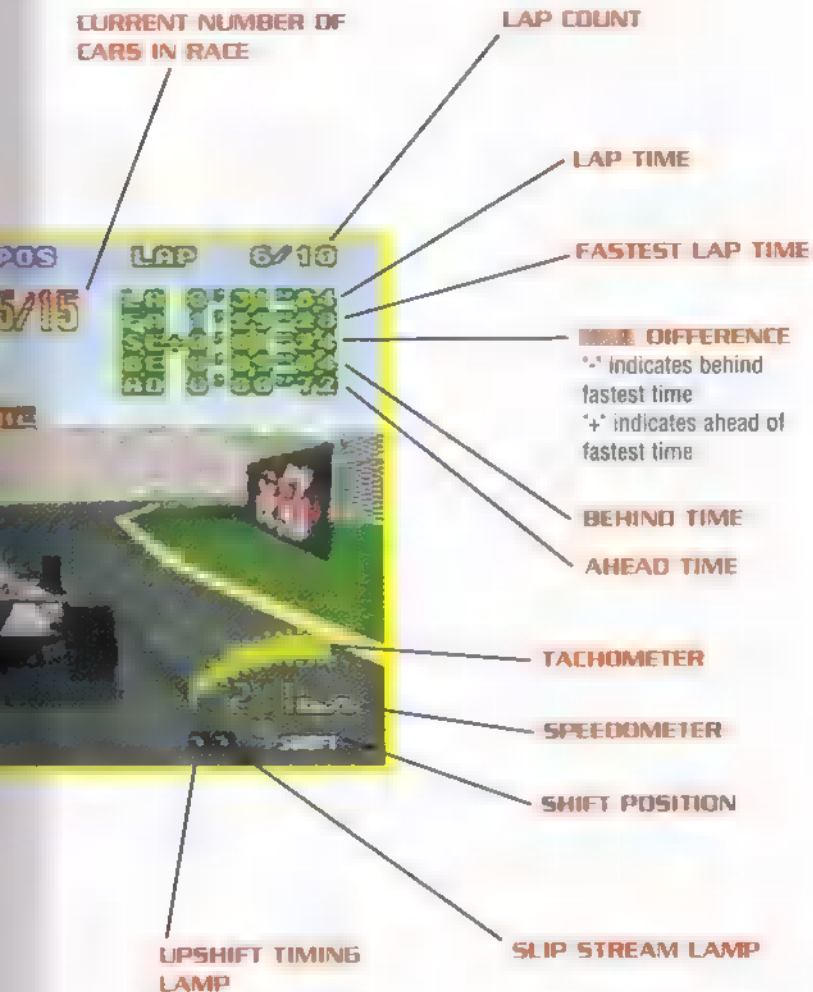
REMAINING FUEL

An alarm beeps when remaining fuel falls below 10%.

INFORMATION

- | | |
|------|---|
| WIN | Indicates extent of damage to wing. |
| TIR | Indicates tire wear. |
| SUS | Indicates extent of damage to suspension. |
| BRA | Indicates brake  . |
| GER | Indicates extent of gear damage. |
| FUEL | The long bar at left is a fuel gauge. |

Note: Continuing to drive with red damaged units can result in being retired. Units other than tires and wings cannot be repaired in the pit.

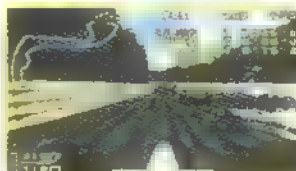


CHANGING PANEL

Pressing the top of the C button allows you to change the display panel.

PANEL 1

Panel displays a course map.
T indicates difference from lead car.
Your position is indicated by
blinking yellow on the map.



PANEL 2

Panel displays ranks 1 through 7.
B indicates time difference
from car in front.
A indicates time difference
from car behind.
Player is indicated by red display.
Green indicates drivers who have
made one pit stop.
Yellow indicates drivers who have
made two pit stops.



PANEL 3

Panel indicates positions of team's
fastest driver and second driver.



PANEL 4

"Natural" panel without information displays.

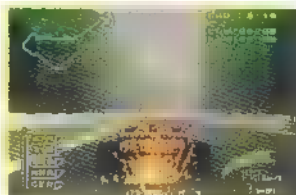


CHANGING VIEW

Pressing the right of the C button allows
you to change the view.

F1 Pole Position 64 VIEW

This is the default view.
An arrow (D) display lets you know your
steering wheel angle.



VIEW 1

View from an angle higher than default view. The view is better the further ahead on the course.



BIRDSEYE REAR VIEW 2

View from an angle even higher than default view. The view is better further ahead on the course.



FRONT NOSE VIEW

View from a camera on the front. Lets you feel the speed.



DRIVER VIEW

View from the driver's seat. Lets you enjoy the real thing.



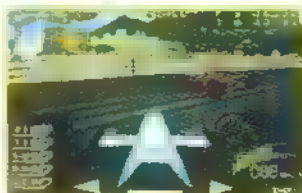
VEHICLE-MOUNTED CAMERA VIEW

The vehicle-mounted camera view you know from TV.



ACTIVE VIEW

Lets you change the view according to conditions. Have fun!



ROSTER

In the contract mode, you can switch original drivers among machines.

Select the driver for ■ vehicle by moving the direction key or Control stick up or down. Confirm using the A button.

Next, select the replacement driver.

Select the team using the left and right keys, the driver using the up and down. After selecting the replacement driver, confirm using the A button.

When the contract is done, use the B button to return to the game mode select.

F1 Meister Tip!

Hidden Feature

Under the following conditions, when you turn on the power and press (A) + (B) when the "Please wait 4 seconds" message is displayed, and then proceed to the game mode select screen, the machine selection shows that famous car ...

Condition 1: You must be World Grand Prix Champion

Condition 2: The controller pak must be installed.

Data Save/Load

Save

ROSTER data can be saved by exiting the screen with the B button.

Select YES at the "DATA SAVE?" prompt.

*Note: Previously stored data will be overwritten.

The "DATA LOAD?" prompt appears when you enter the CONTRACT screen. Select YES to load previously saved data.

RENAME data can be saved by exiting the screen with the ■ button. Select YES at the "DATA SAVE?" prompt.

*Note: Previously stored data will be overwritten.

The "DATA LOAD?" prompt appears when you enter the RENAME screen. Select YES to load previously saved data.

RECORD

In this mode you can view record times.

Switch rounds using the Control pad or moving the Control stick right or left.



Indicates steering type / resistance, tire type, gear setting, brake setting, suspension setting, and wing setting.

The record display shows the best times, up to five historical ranking.

The settings used by the first place player are displayed as well.

*Note: Free run and qualifying round times are not recorded.

F1 Meister Tip!

Go the Distance!

In this game, most competing cars retire. Rather than race along difficult courses like Monaco and San Marino, you should aim at going the distance, since you sometimes get points for competitors retiring. Another tactic is to emphasize durability when making settings. Keep on going to the end!

CONFIGURATION

This mode allows you to set the game environment.

COMPUTER LEVEL

EASY Slow computer speed

NORMAL Normal computer speed

HARD Fast computer speed

MACHINE TOUCH

EASY High leeway for contact with other cars

NORMAL Normal leeway for contact with other cars

HARD Minimal leeway for contact with other cars

MACHINE DAMAGE

OFF No damage

EASY Low damage indicator drop rate
(damage is half normal level)

NORMAL Normal damage indicator drop rate
(standard is one hit per 10 laps)

HARD High damage indicator drop rate
(damage is twice normal level)

COMPUTER ACCIDENT

ON You can play using data for overall team skill and driver skill.

REAL Race advances with realistic accidents.

OFF Engine, chassis, and driver-caused accidents do not occur.

RADIO COMMUNICATION

ON Wireless pit communication with over 20 messages.

OFF No wireless pit communication

PAK FILE

MANUAL Uses default data when turned on.

AUTO Automatically reads data from pak when turned on.

EXIT

Exits the CONFIGURATION screen and returns to the title.

NOTES

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

NOTES

This image shows a single page of blank, lined paper. It features approximately 20 horizontal blue lines spaced evenly across the page, typical of notebook or composition paper. The paper is otherwise empty, with no handwriting or other markings.

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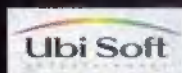
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